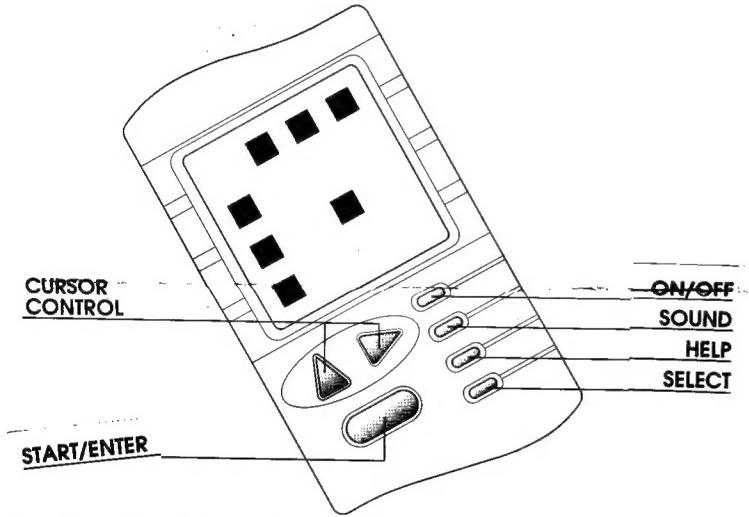


INSTRUCTION

1 WELCOME!

It's Tiger's classic LIGHTS OUT game — in a keychain. So you can take it with you wherever you go, wherever you want. It's the "key" to happiness for whenever you have a few extra minutes on your hands!

2 THE "KEYS" TO THE GAME!



In addition to 16 lights on the grid, your unit comes with seven special keys (buttons).

- | | |
|--------------------|---|
| ON/OFF | — turns the game ON or OFF. (The unit shuts off automatically after 3 minutes of no play). |
| SOUND | — controls sound on or off. |
| START/ENTER | — starts the game (all games).
— confirms the selected game number.
— confirms the selected puzzle number (games 1, 2 & 3).
— confirms the input puzzle (game 4). |
| SELECT | — exits from the present game and to game number/puzzle number selection (all games).
— selects the square to be lit ON or OFF in game 4 (insert puzzle).
— gets hints from the computer (game 1 & 3).
— to move cursor up.
— to move cursor right.
— selects next game in game selection.
— selects next puzzle in puzzle selection. |
| HELP | — |
| ▲ | — to move cursor up. |
| ▶ | — to move cursor right. |

3 OBJECTIVE OF THE GAME

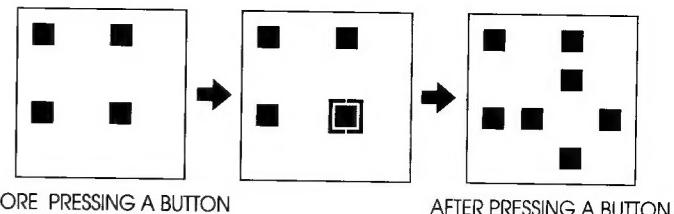
Your objective is to TURN OFF THE LIGHTS ON THE GAME BOARD IN THE MINIMUM NUMBER OF MOVES. Use your cursor control keys and START/ENTER key to turn the lights on and off.

When you select a light that is ON, it will turn off — and all the lights adjacent to it will reverse also. So all adjacent lights that are on will shut off and all adjacent lights that are off will turn on.

If you select a light that is OFF, it will turn on — and all the lights adjacent to it will reverse also. So all adjacent lights that are on will shut off and all adjacent lights that are off will turn on.

For example, see the cross pattern in example 1. When you press a button all the adjacent squares to the button you press that are ON will turn OFF and vice versa.

EXAMPLE 1:

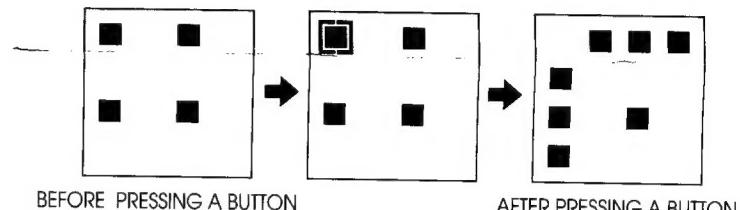


BEFORE PRESSING A BUTTON

AFTER PRESSING A BUTTON

There is also a unique LOOPING FEATURE to your keychain version of LIGHTS OUT. When you select a square on the BORDER of the game board matrix, the shape of a cross is shifted from top to bottom and left to right. See example 2 below.

EXAMPLE 2: THE LOOPING FEATURE

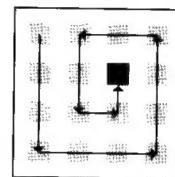


BEFORE PRESSING A BUTTON

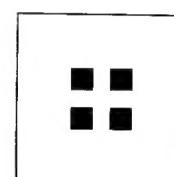
AFTER PRESSING A BUTTON

4 LET'S PLAY!

Press the ON button to turn on the unit. The default game is game 1. When the unit is turned ON, you'll see a "home-run" pattern followed by the effect pattern, indicating that it's time to select game.



HOME-RUN PATTERN



EFFECT PATTERN

Use the ▶ button to select game (1, 2, 3, or 4). Then press the START button to start the game you selected.

If you don't use the ▶ button and press START right away, you default to game 1 with the last puzzle played. (If it's the first time you're playing the game, no puzzle would be selected.)

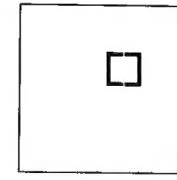
There are 4 games to choose from:

GAME 1: 32 PRE-COMPUTED PUZZLES

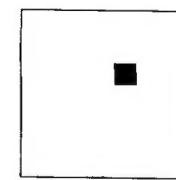
Game 1 has 32 pre-computed puzzles stored in its memory. The puzzles are of increasing difficulty. The beginning puzzles have 4 step solutions and advance all the way to 11 step solutions. "Solution" is defined as the minimum number of moves required to solve a puzzle.

Before play begins with each puzzle, THERE IS A BLINKING SQUARE on the board indicating the puzzle number and the minimum number of moves to solve it.

For the first 16 puzzles, the square frame blinks. For the remaining 16 puzzles, the solid square block blinks.



PUZZLE NUMBERS:
SQUARE FRAME



PUZZLE NUMBERS:
SOLID SQUARE BLOCK

Minimum Moves:

For the first 16 puzzles, if the lit square appears in:

- row 1 means 4 steps puzzle
- row 2 means 5 steps puzzle
- row 3 means 6 steps puzzle
- row 4 means 7 steps puzzle

For the final 16 puzzles, if the lit square appears in:

- row 1 means 8 steps puzzle
- row 2 means 9 steps puzzle
- row 3 means 10 steps puzzle
- row 4 means 11 steps puzzle

During the game play, you can escape from the current puzzle and select another puzzle to play. You can choose the puzzles which range from "1" up to the highest puzzle achieved.

Pressing the SELECT button will start the selection of the same game.

While you're selecting a puzzle, you can press the "►" button to go to the desired puzzle number and then press the "►" button to go to the desired puzzle number. Then press the START button to start the game. While you're selecting a puzzle, you can also quit the existing game mode by pressing the SELECT button.

During the game play, you can quit the existing game mode by pressing the SELECT button TWICE.

Help:

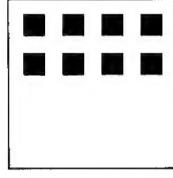
You can get help for the first 16 puzzles. Help is not available for the final 16 puzzles. Just press the HELP button and the computer will give you the FIRST MOVES of a puzzle and the players can have maximum two HELPS at the beginning of the first 16 puzzles. However, once you start a puzzle, you can no longer receive help!

You can restart a puzzle at any time during play just by pressing the START button.

You complete (solve) a puzzle by clearing the board of all lights.

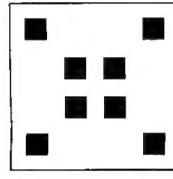
If you complete a puzzle in the minimum number of moves, you'll see the "home run" pattern flash across the board and you'll hear a "winning" tone. You will then automatically advance to the next puzzle.

If you complete a puzzle with excess moves (steps), the excess number of moves will appear on the board. Up to 8 excess moves will register on the board.



UP TO 8 EXCESS MOVES WILL REGISTER ON THE BOARD.

If you complete a puzzle with more than 8 excess moves, a cross of blinking squares will appear on screen, indicating you've failed the puzzle.



A CROSS OF BLINKING SQUARES INDICATES YOU'VE FAILED ON THE PUZZLE. KEEP TRYING!

GAME 2: RANDOMLY GENERATED PUZZLES

Game 2 is similar to game 1 except that the puzzles are randomly generated by the computer.

Game 1 is the key of game 2. If you can solve puzzles 1 - 8 in game 1, then you can access all the puzzles from 1 to 8 in game 2. In order to access puzzle 9 in game 2, you must solve puzzle 9 in game 1 first!

GAME 3: LIT ONLY

As in game 1, there are also 32-pre-computed puzzles stored in this game. As in game 1, the puzzles have increasing levels of difficulty (from 4 steps up to 11).

It is similar to game 1 except for the game rules. Both LIT ONLY and LOOPING FEATURE are applied to this game.

For LIT ONLY, you solve the puzzle by only pressing the buttons that are LIT ONLY! If you press a button that is not lit, you will hear a warning beep, which indicates you've tried a wrong step.

The main difference between Lit Only and a regular game is that the order of steps in the solution is significant. In particular, a solution may contain the same move more than once and therefore the LIT ONLY solution is different (LONGER!) than regular one.

Since some of the precomputed puzzles are different in game 3 than in game 1, both games will store the highest completed puzzle numbers independently of each other.

GAME 4: CREATE YOUR OWN PUZZLES

The LOOPING FEATURE is applied. But before the game starts, you are asked to input your own puzzle!

Use the "▲" and "►" buttons to go to the squares you want and then press "SELECT" to toggle whether you want the square to be LIT ON or OFF as part of the puzzle you are creating! Press the START button to confirm the puzzle and start the game!

During the game, you can return to the initial puzzle by pressing the START button.

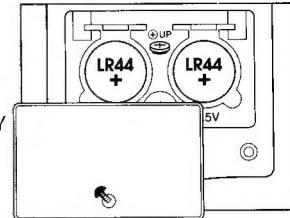
There is no minimum moves required in the game. Once you clear the board (regardless of how many moves it takes), you hear the "winning" tone and see the "home-run" flash of lights!

5 INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 2XG13A OR LR44 batteries or equivalent, making sure to align "+" and "-" as shown.

TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



6 CAUTION/DEFECT OR DAMAGE

If a part of your LIGHTS OUT KEYCHAIN is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronic Toys, Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

7 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$7.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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